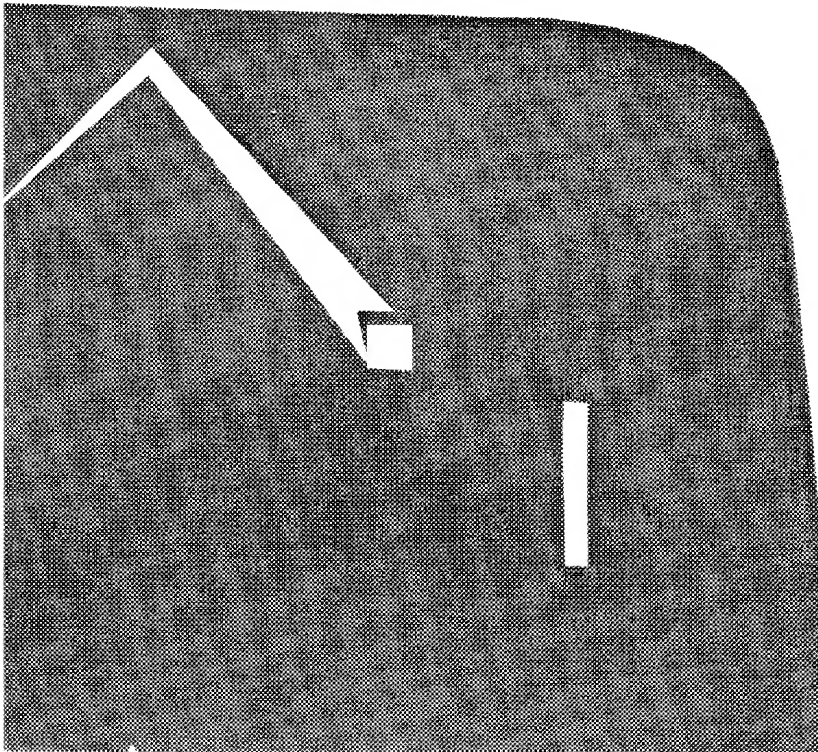
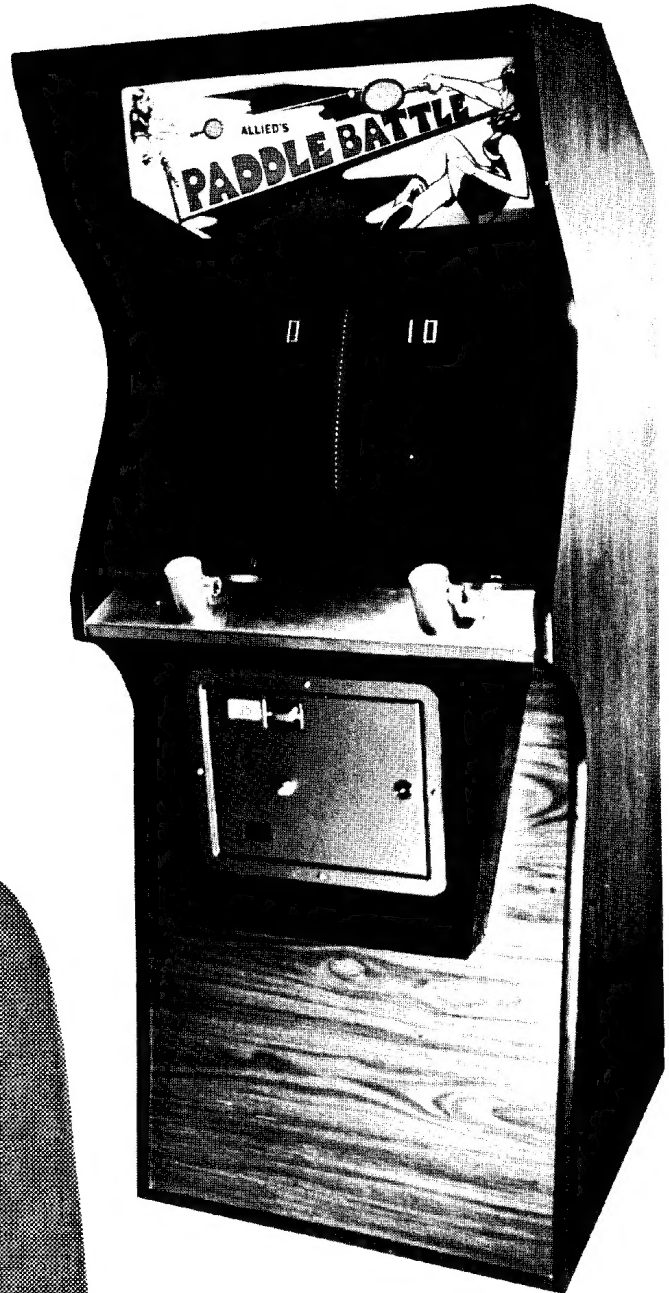
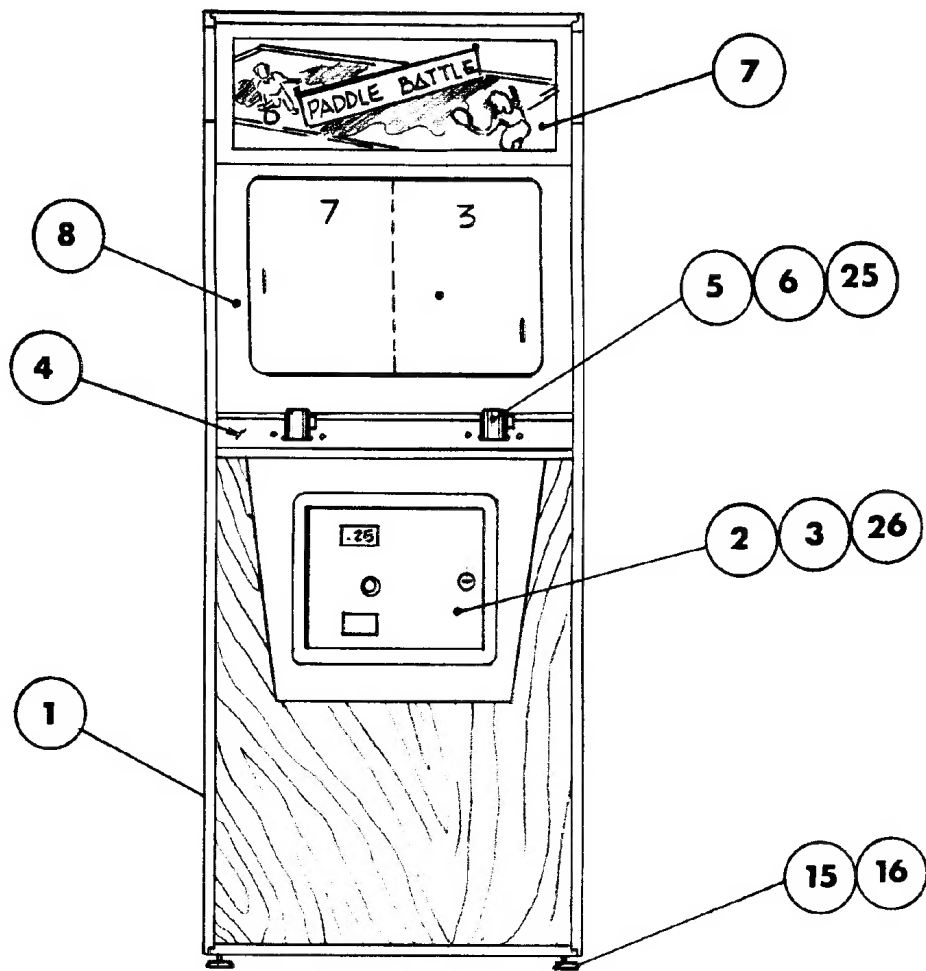


Allied's
PADDLE BATTLE

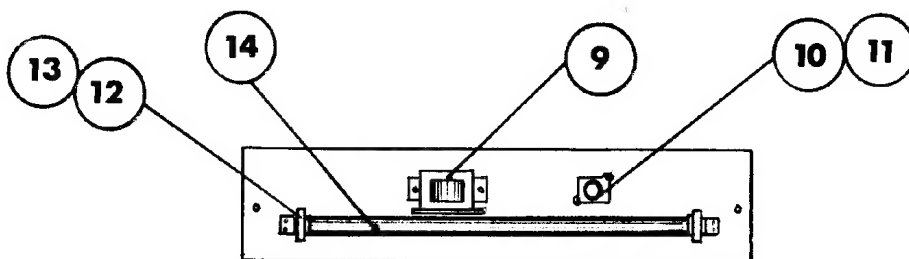
***Parts &
Wiring
Catalog***



ALLIED LEISURE INDUSTRIES INC.
245 WEST 74TH PLACE
HIALEAH, FLORIDA 33010



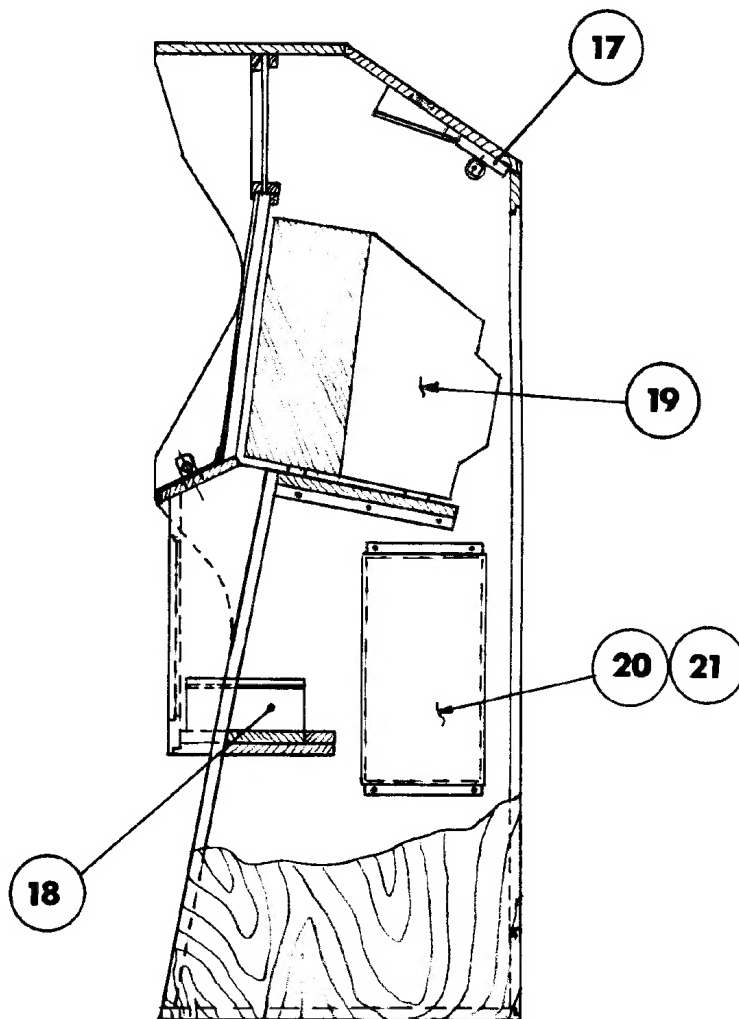
FRONT VIEW - CABINET



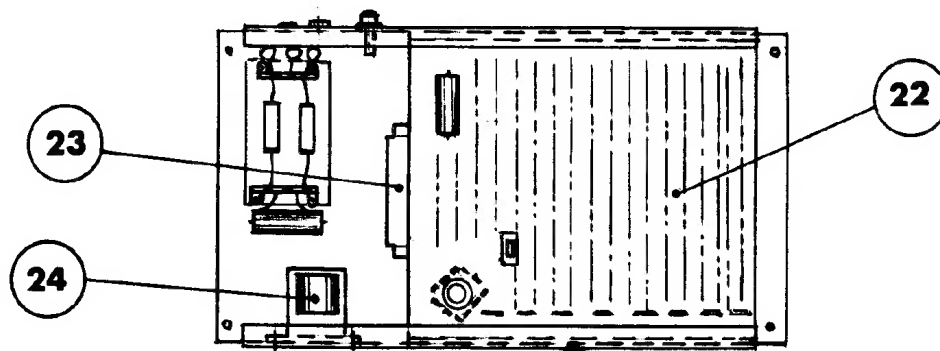
TOP LAMP ASS'Y

PADDLE BATTLE

<u>ITEM</u>	<u>PART NO.</u>	<u>DESCRIPTION</u>
1	244-1-1 244-1-6	Paddle Battle Cabinet for Hitachi TV Paddle Battle Cabinet for Sylv & GE
2	240-1-500	Coin Door Assy Single Acceptor
3	240-1-504	Coin Door Frame Assembly
4	244-3-4	Deck Control Cover
5	244-3-5	"Pot" Holder
6	244-9-8	5M ohm linear potentiometer
7	244-6-1	Top Glass - Paddle Battle
8	244-6-2	Smoked Grey glass (screen)
9	240-9-81	Transformer (ballast coil)
10	240-9-82	Starter Socket
11	240-9-83	Fluorescent Lamp starter
12	240-9-84	Fluorescent Lamp socket
13	240-3-45	Sky Lamp Bracket
14	242-9-53	Fluorescent Lamp
15	240-3-46	Leg Leveler Tap Plate
16	240-8-9	Leg Leveler
17	244-1-2	Top Lamp Ass'y
18	240-1-507	Cash Box Weldm't
19	244-9-1	Portable TV
20	244-1-5	Chassis Ass'y
21	244-3-11	Cover P.C.B. Chassis
22	244-9-2	P.C.B. #039 Video Control
23	244-9-12	22 Pin PCB Edge Connector
24	244-9-13	Transformer
25	244-2-1	Button control (knob)
26	244-71-2	Slam Switch

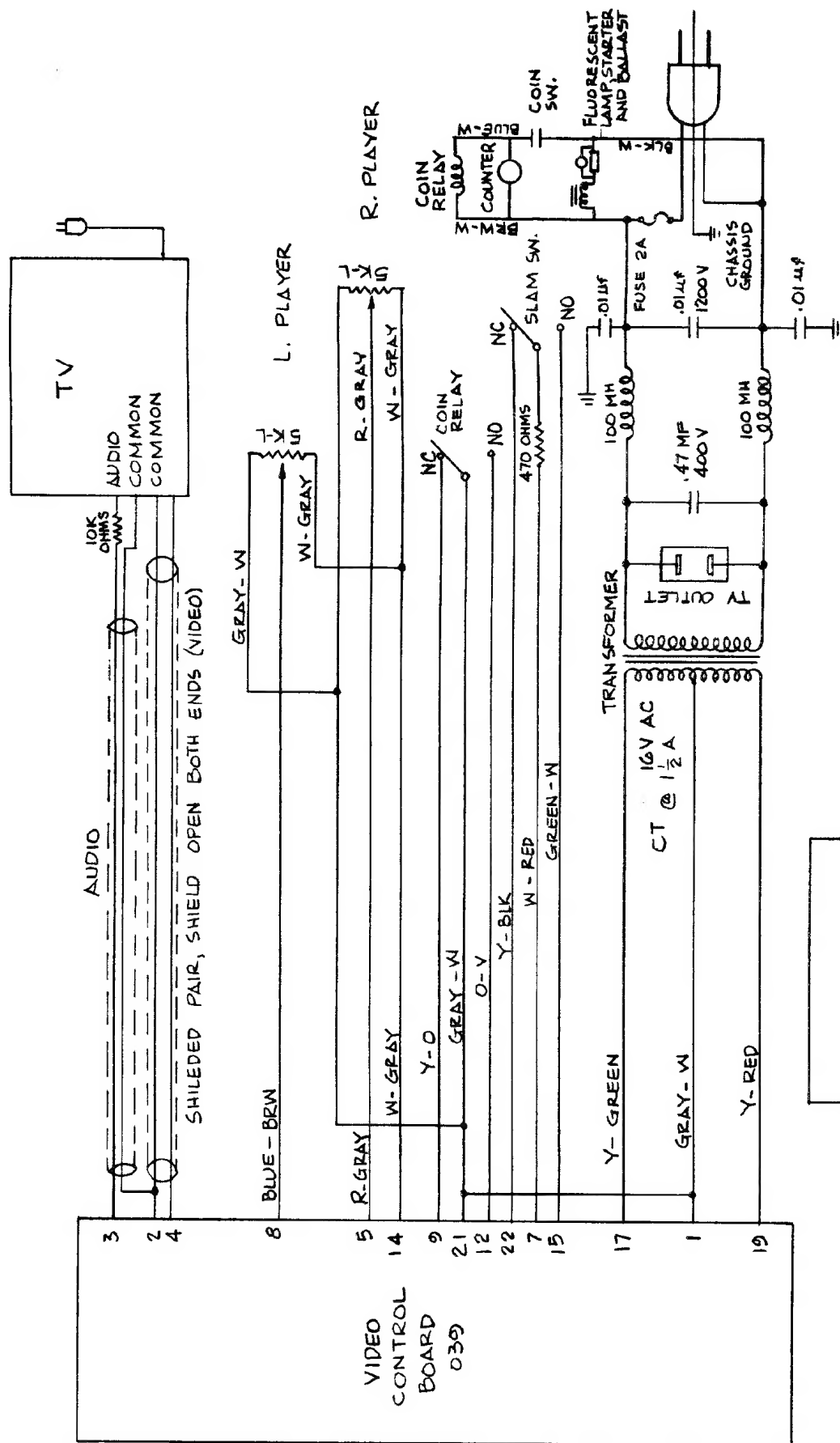


SIDE VIEW - CABINET



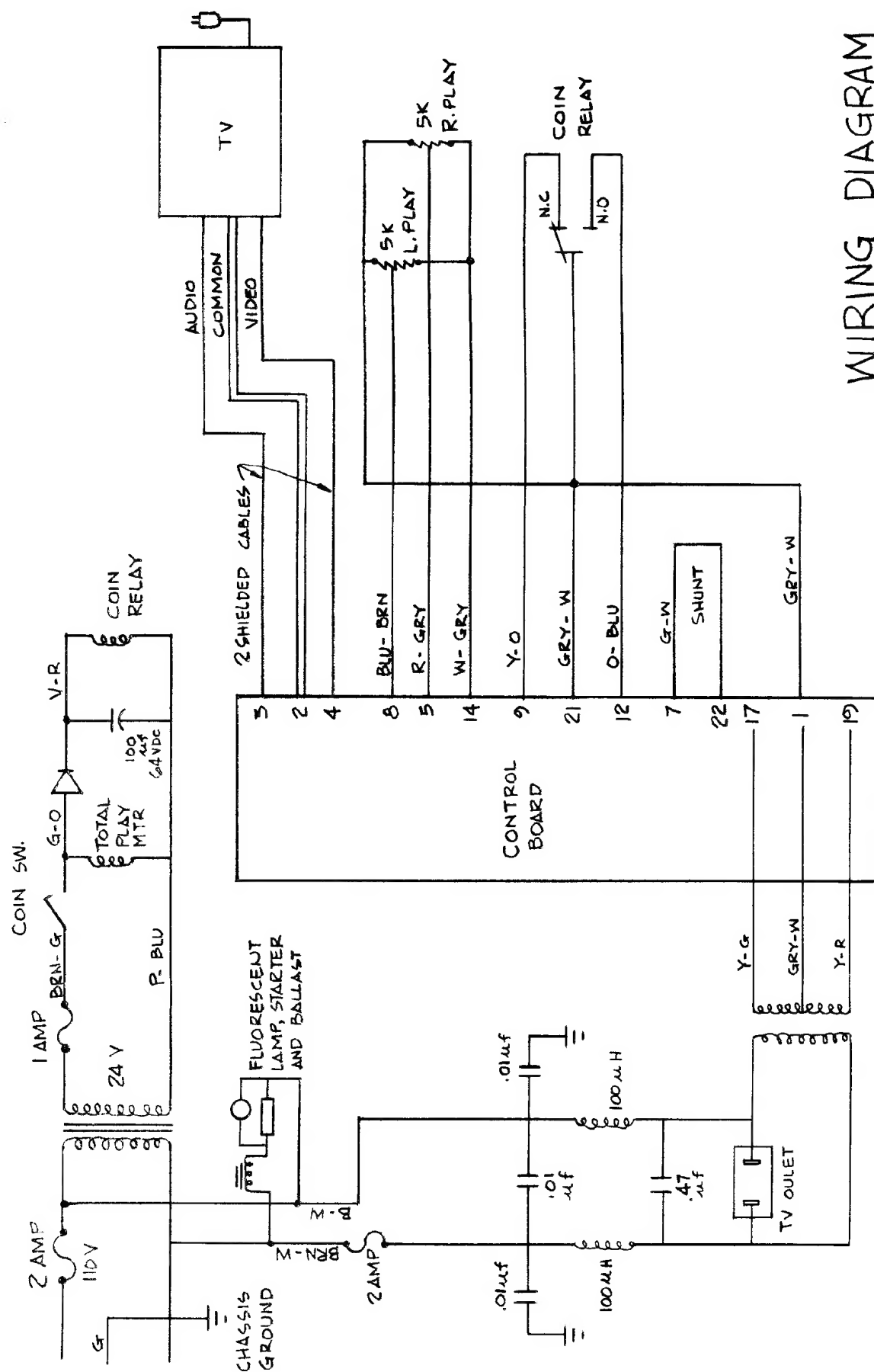
P.C.B. CHASSIS ASS'Y

WIRING DIAGRAM



NOTE:

- 1- NOTCH AT PIN 6 AND 13
- 2- 10K Ω RESISTOR ADDED TO AUDIO CIRCUIT INSIDE TV. CABINET.



WIRING DIAGRAM

S/N'S 907 UP

TROUBLESHOOTING GUIDE

<u>Symptom</u>	<u>Problem</u>
1. No video or sound	Coin switch stuck down PC board edge connector loose Television input or power line disconnected Television or control PC board bad
2. Sound but no video	Open video line (untaped shielded cable) Television out of adjustment (see set up procedure) Television or control board bad
3. Video but no sound	Same as No. 2 except audio shielded line open (taped shielded cable) (See set up procedure for access to television controls)
4. Picture distorted or out of center	See set up procedure
5. Right or left paddle moves irratically	Potentiometer dirty or worn out
6. Game shuts off before 11 or 15 setting	Slam switch not enough tension on normally closed contacts. Capacitor lead on chassis filter assembly open. Lead on slam switch wires open.

Note: Remove front panel for access to Television controls

Maintenance and Adjustment procedure:

1. Television connections and controls

1. Plug power cord into control chassis and connect the shielded input wires.
2. Activate coin switch and adjust game per the following:
(Note: Remove front panel for access to television controls)
 - A. Volume - adjust to desired level, approximately 3/4 full for normal location.
 - B. Brightness - turn from bright until background light disappears.
 - C. Contrast - adjust to maximum without distorting numbers on screen.

The following are preset at Allied Leisure

- D. Vertical size adjust until net clears top and bottom by 1/4 to 1/2 inch.
- E. Vertical linearity adjust for equal spacing of dot segments.
- F. Horizontal position - adjust to center and back off until picture holds when television is cycled off and on.

11. Control Chassis

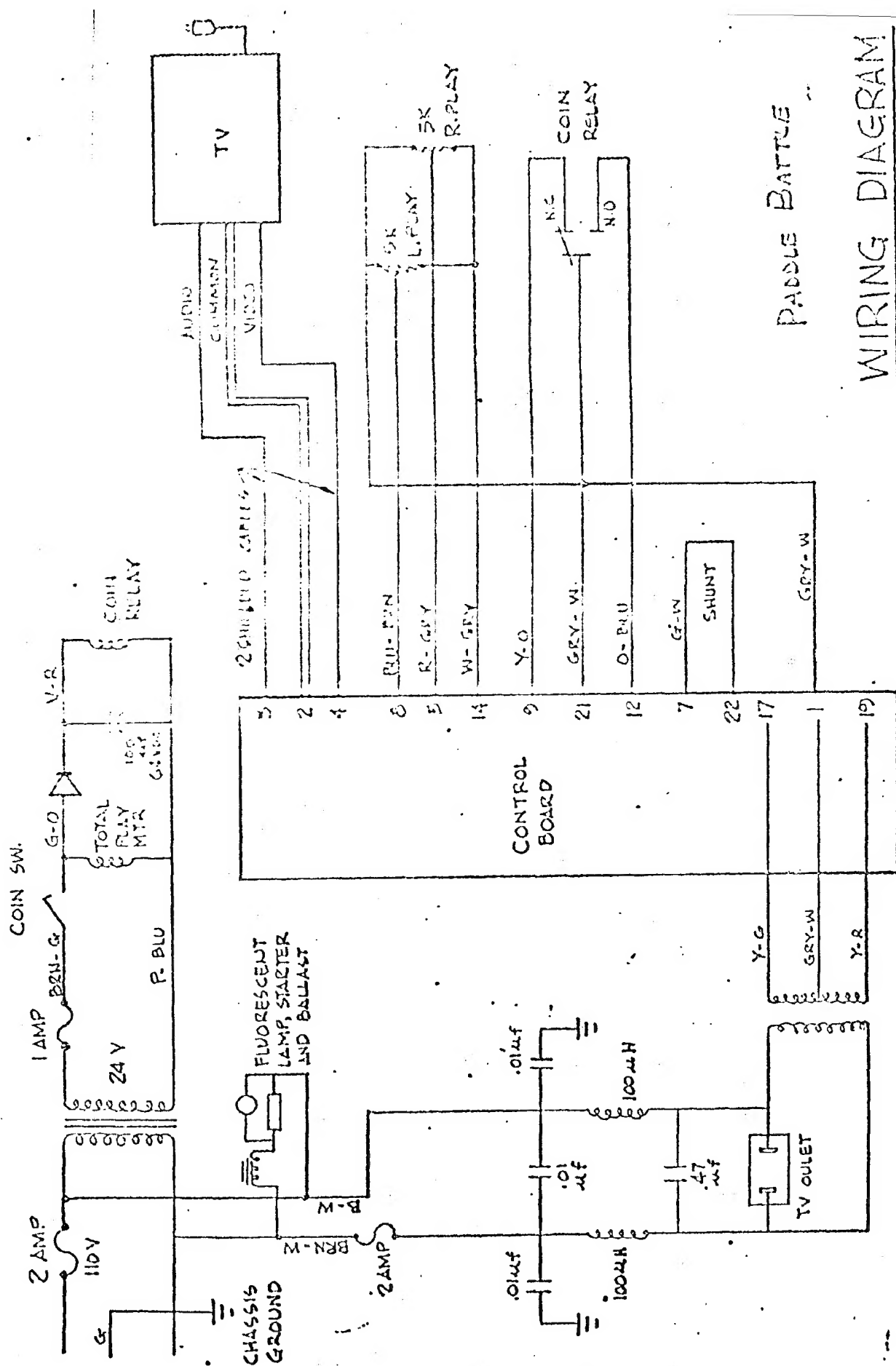
1. Paddle adjustment-turn front panel knobs to full down position. Adjust trimmers (located on top of control PC board) to move paddles to bottom of screen. Back off until full paddle length is in view.
2. 11-15 adjustment - set switch on control PC board as desired.
3. Replacing video board - insert board, connector end first with component side showing. Connect the two 3-pin plugs matching wire colors. 22-pin PC board edge connector is keyed with pin 1 on the right side as viewed in game cabinet.

111. Front Panel

1. Potentiometer front glass replacement - open cash door and remove the two wing nuts holding front panel in place.
 2. Remove and replace potentiometers as required.
 3. Touch tape to bottom of front glass and pull out for removal.

NOTE: TO AVOID DAMAGE TO TELEVISION, DISCONNECT 3-WIRE CONNECTOR

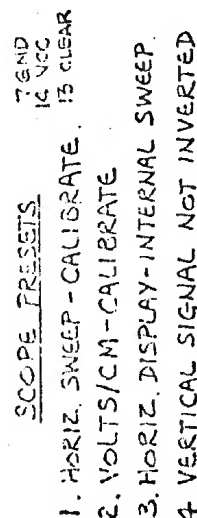
(LOCATED ON BOTTOM OF TELEVISION) BEFORE REMOVING TELEVISION FOR SERVICING.



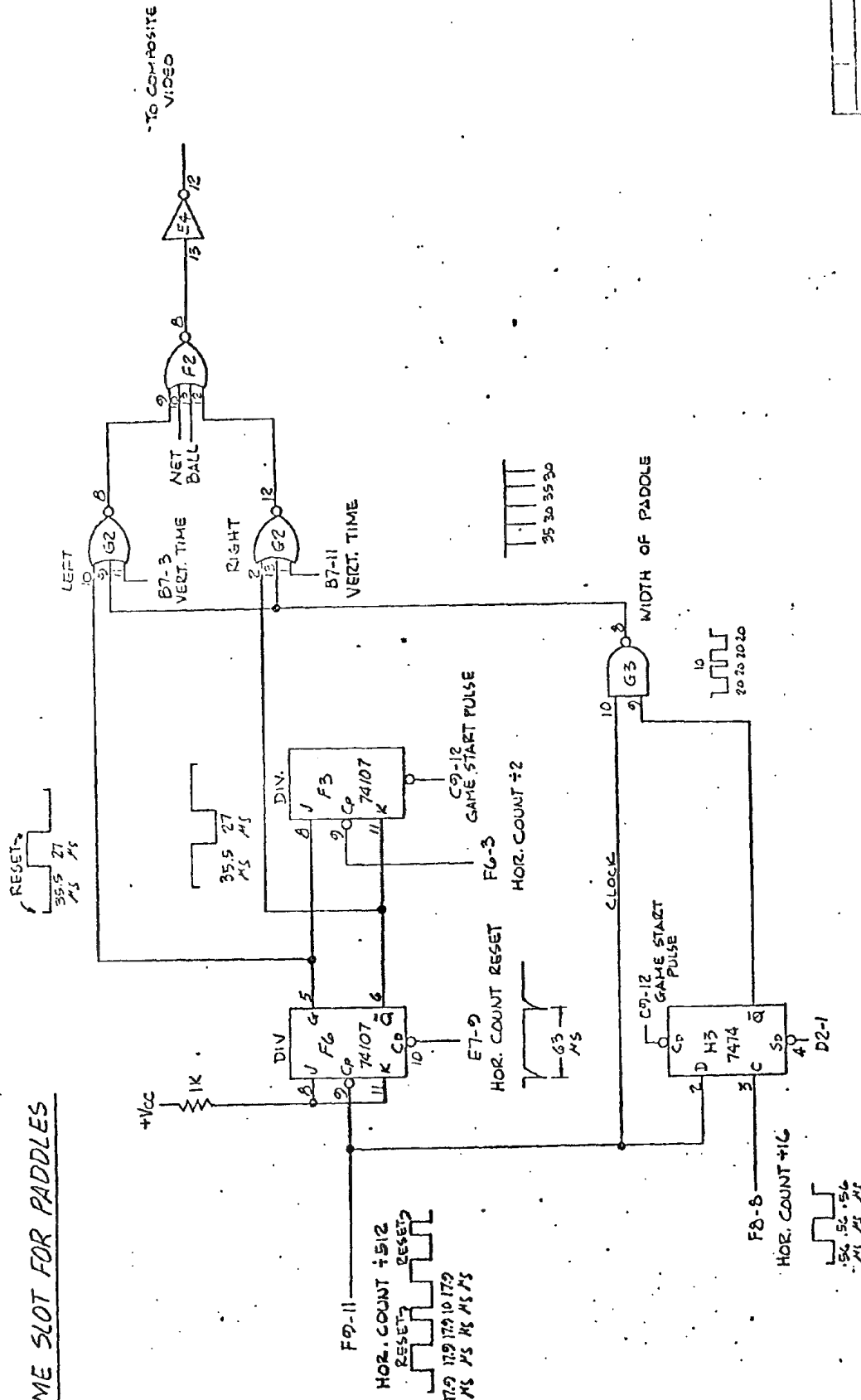
PADOLE
BATTLE

WIRING DIAGRAM

S/N's 907 UP

[illegible]

HORIZONTAL TIME SLOT FOR PADDLES



-PADDLE BATTLE-

ALLIED LEISURE INDUSTRIES INC.

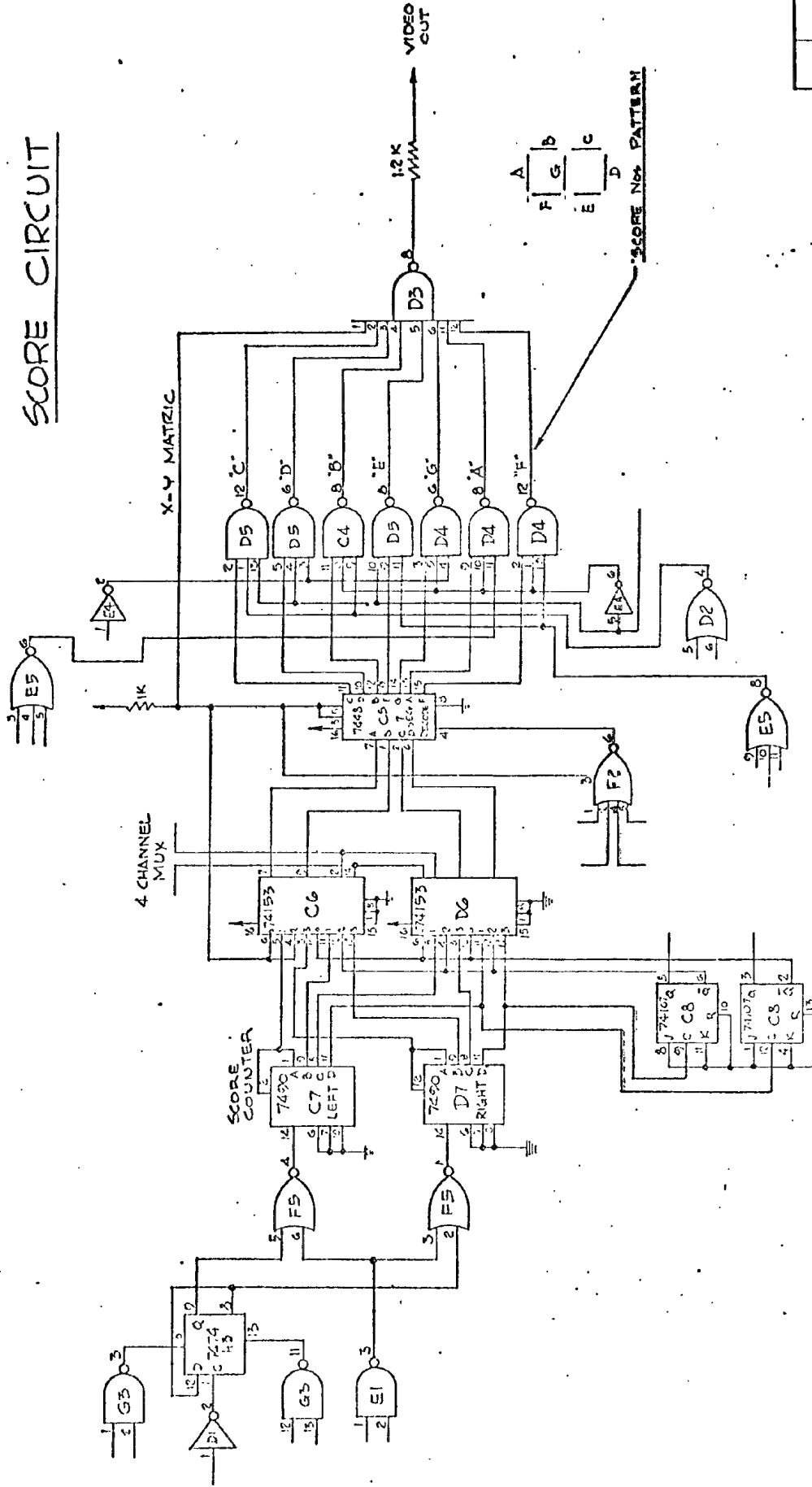
1700 W. 4TH AVENUE

MINNAPOLIS, MN 55403

D	C	B	A	REVISION LETTER	REVISION	BY	TOLERANCES	
							UNLESS OTHERWISE SPECIFIED	
							FRACTIONS	= 1/64
							DECIMALS	= .01
							DECIMALS	= .005
							HOLES	= .002
							ANGLES	= 1/2°

NAME		HORIZONTAL TIME SLOT FOR PADDLE	
PART NO.		PLAT TREAT.	
DRAWN		DATE	
APP'D.		7-25-72	
PART NO.		1	

SCORE CIRCUIT



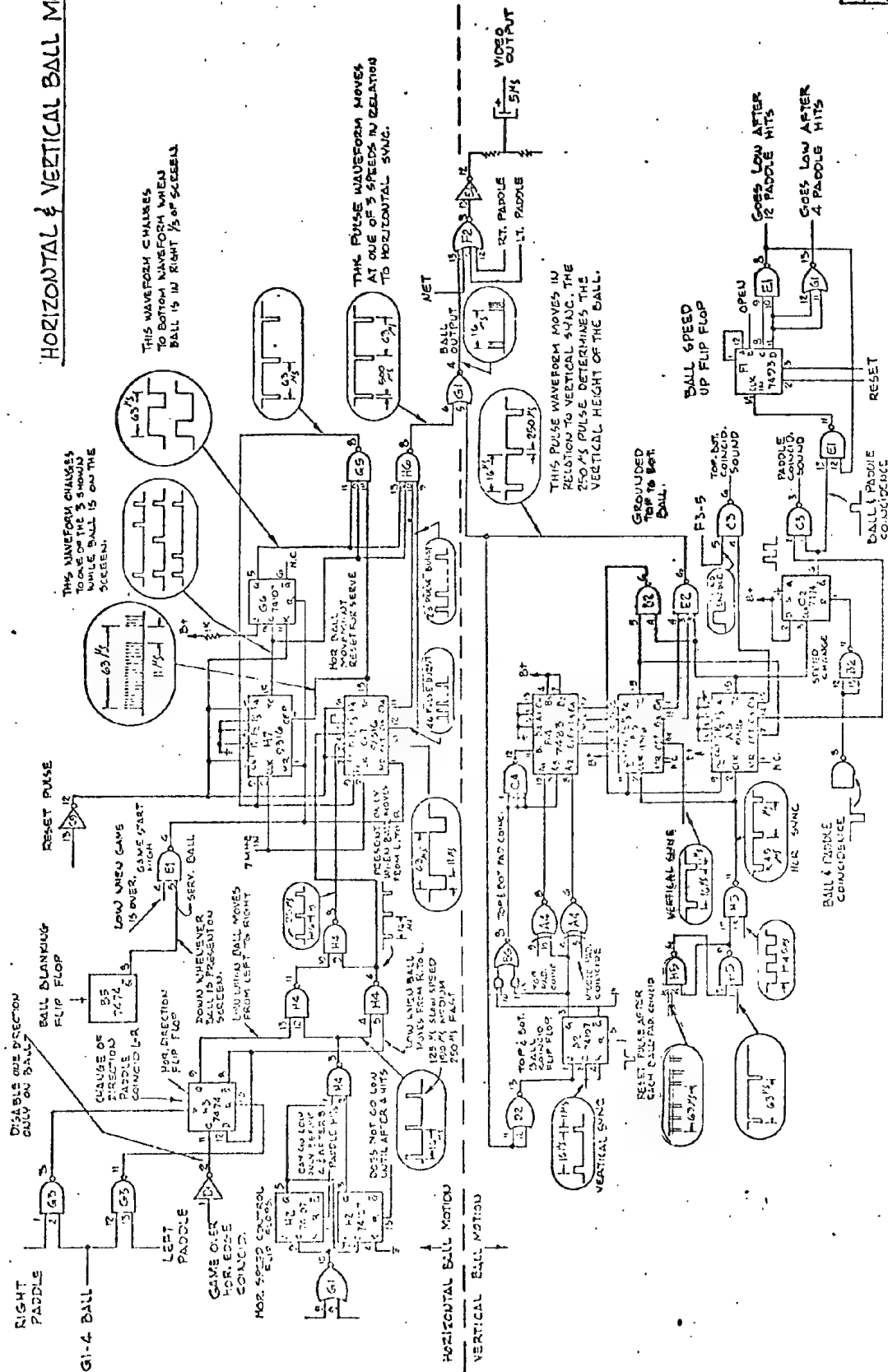
-PADDLE BATTLE-

TOLERANCES		UNLESS OTHERWISE SPECIFIED	
FRACTIONS	=	1/64	
DECIMALS	=	.01	
HOLES	=	.002	
ANGLES	=	1/4°	
REV. LETTER		BY	
REVISION			
D			
C			
B			
A			

NAME	SCORE CIRCUIT-
MAT'L	HEAT TREAT.
DRAW.	GT
DATE	7-26-73
SCALE	
PART NO	

ALLIED LEISURE INDUSTRIES INC.	
1700 W. 4TH AVENUE	
MILWAUKEE, WISCONSIN 53010	
QTY.	ASSEM. C

HORIZONTAL & VERTICAL BALL MOTION



- PADDLE BATTLE

ALLIED LEISURE INDUSTRIES INC.

M'ALEER, FLORENCE

D	C	F	A	REVISION	BY	TOLERANCES	
						UNLESS OTHERWISE SPECIFIED	
						FRACTIONS	± 1/64
						DECIMALS	± .01
						DECIMALS	± .005
						HOLS	± .002
						ANGLES	± 1/2°

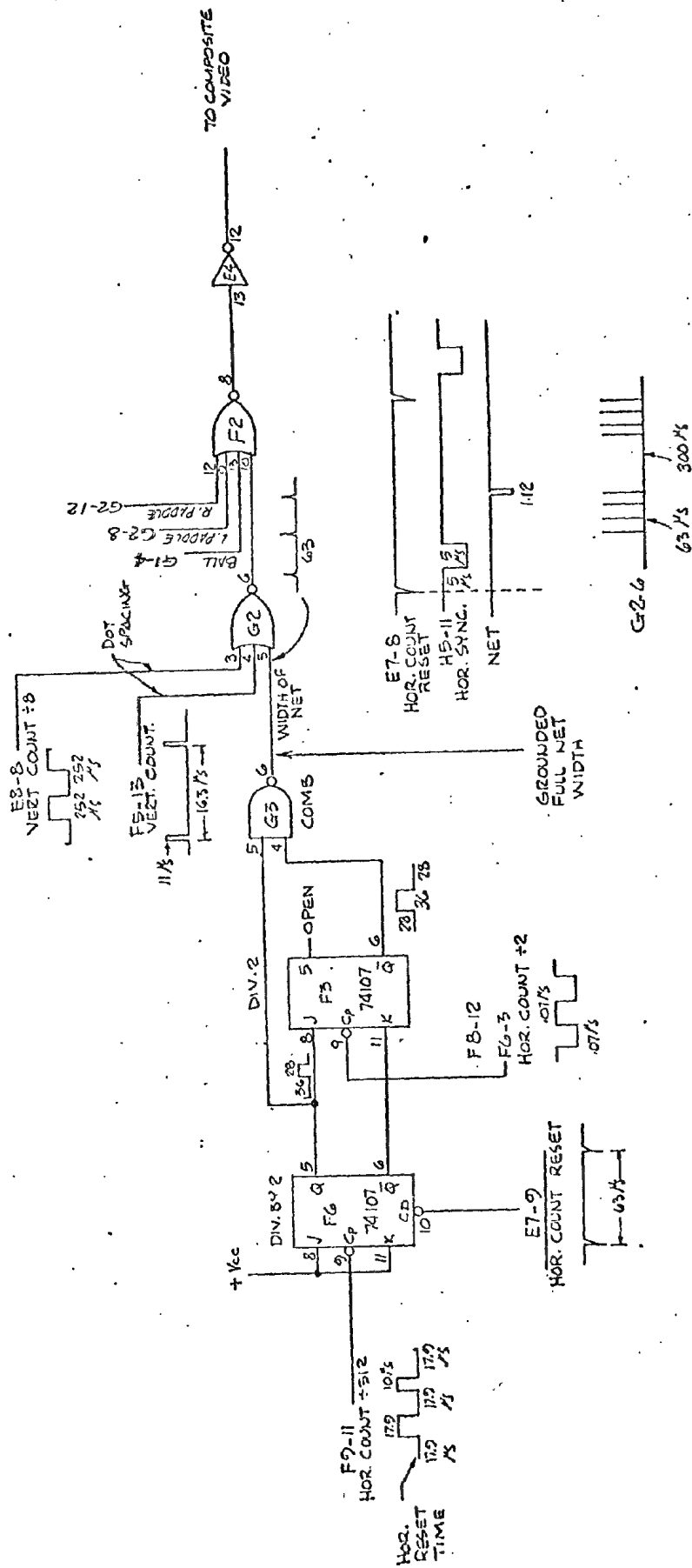
NAME _____

NAME	HEAT TREAT.	FINISH
WATKINS		

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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Q.N. GT. 7-27-73

NET



-PADDLE BATTLE-

ALLIED LEISURE INDUSTRIES INC.

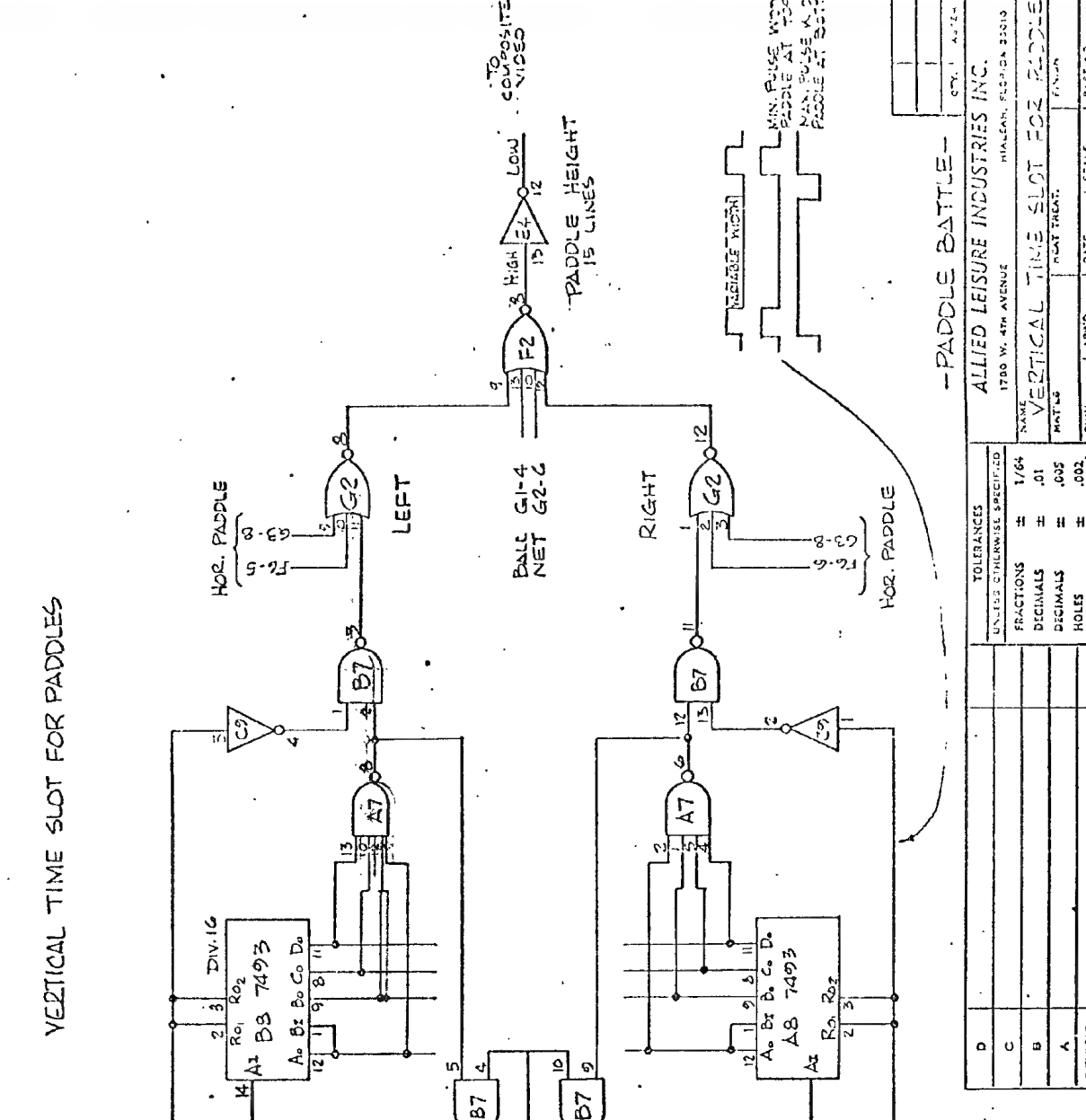
1780 W. 4TH AVENUE

MIAMI, FL 33133

REVISION LETTER	REVISION	BY	DATE	APP'D.	QTY.	ASSEMBLY
D						
C						
D						
A						
TOLERANCES			NAME			
UNLESS OTHERWISE SPECIFIED			NET			
FRACTIONS			± 1/64			
DECIMALS			± .01			
DECIMALS			± .005			
HOLES			± .002			
ANGLES			± 1/2°			
FINISH			HEAT TREAT.			
PART NO.			DATE 7-25-73			

The schematic diagram illustrates a video game circuit with the following components and connections:

- Power Supply:** +VCC is connected to the circuit, with a 50K TRIM potentiometer and a 56K resistor for the left player control.
- Left Player Control:** A PADDLE VERT. POS. input is connected to a 470K resistor, which is in series with a 50K TRIM potentiometer. The output of the trimmer is connected to the left player control.
- Left Player Control (NE555/MC1455):** This timer is configured with its output (OUT) connected to the right player control. Its input is connected to a 50K TRIM potentiometer and a 56K resistor.
- Right Player Control:** A PADDLE VERT. POS. input is connected to a 470R resistor, which is in series with a 56K resistor. The output of the resistor is connected to the right player control.
- Right Player Control (NE555/MC1455):** This timer is configured with its output (OUT) connected to the left player control. Its input is connected to a 50K TRIM potentiometer and a 56K resistor.
- Counters:** Two 74107 decade counters are used. The first counter (74107) has its output (Q0) connected to the left player control. The second counter (74107) has its output (Q0) connected to the right player control.
- Buttons:** A 'SAME START' button is connected to the left player control. A 'VERT. COUNT RESET' button is connected to the right player control.
- Other Components:** The circuit includes several resistors (50K, 56K, 470K, 470R) and capacitors (0.01, 0.001) for timing and signal conditioning.



-PADDLE BATTLE-

ALLIED LEISURE INDUSTRIES INC.

1700 W. 4TH AVENUE

NAME _____
VERTICAL TIME SLOT FOR NOTES _____

DATE	BY TRKAT.
1941	

OWN.	APP'D.	DATE	SCALE	PART NO.
------	--------	------	-------	----------

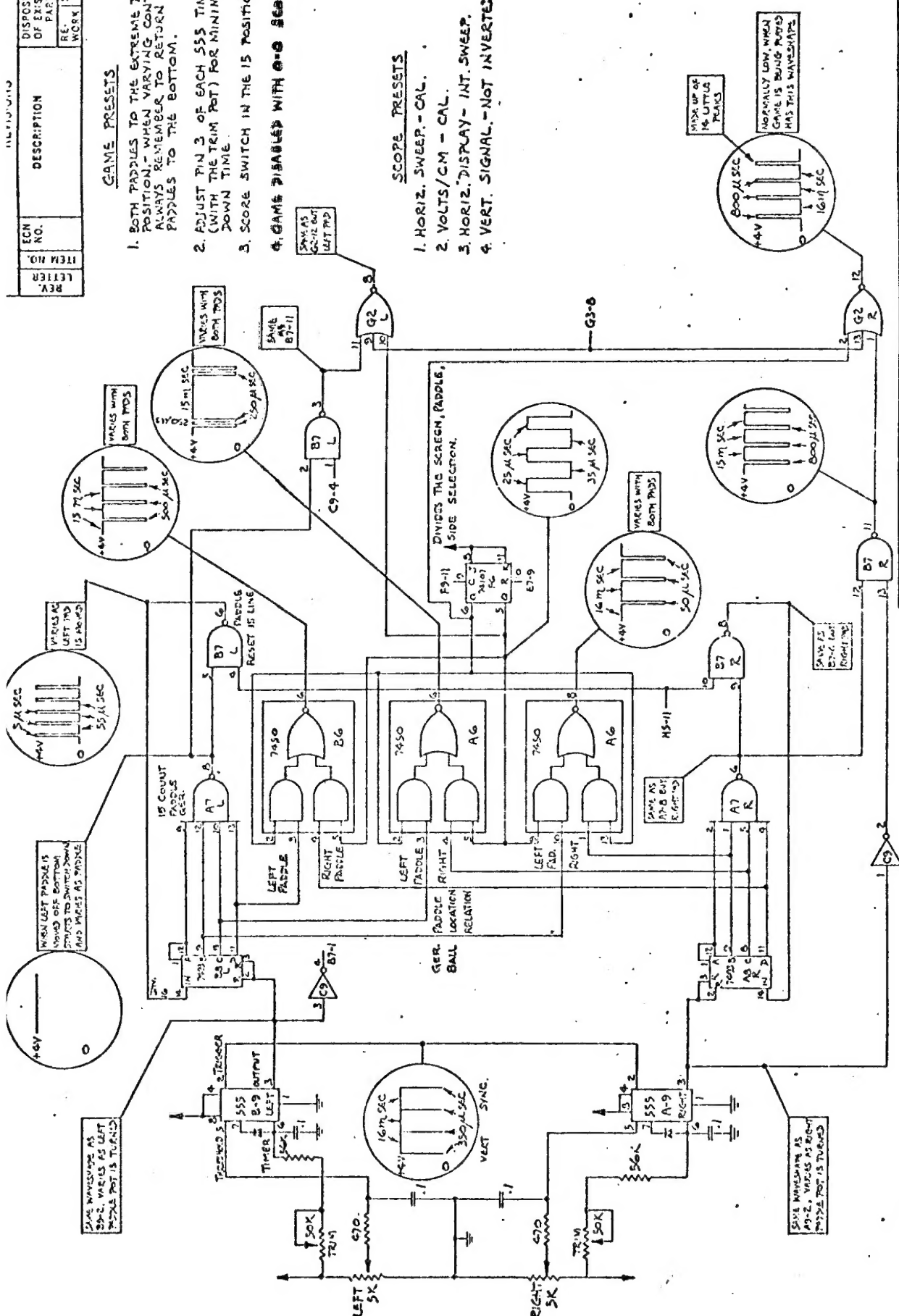
155

		TOLERANCES
	D	UNLESS OTHERWISE SPECIFIED
C		FRACTIONS ± 1/64
B		DECIMALS ± .01
A		DECIMALS ± .005
REVISION LETTER		Holes ± .002
	BY	ANGLES ± ½°

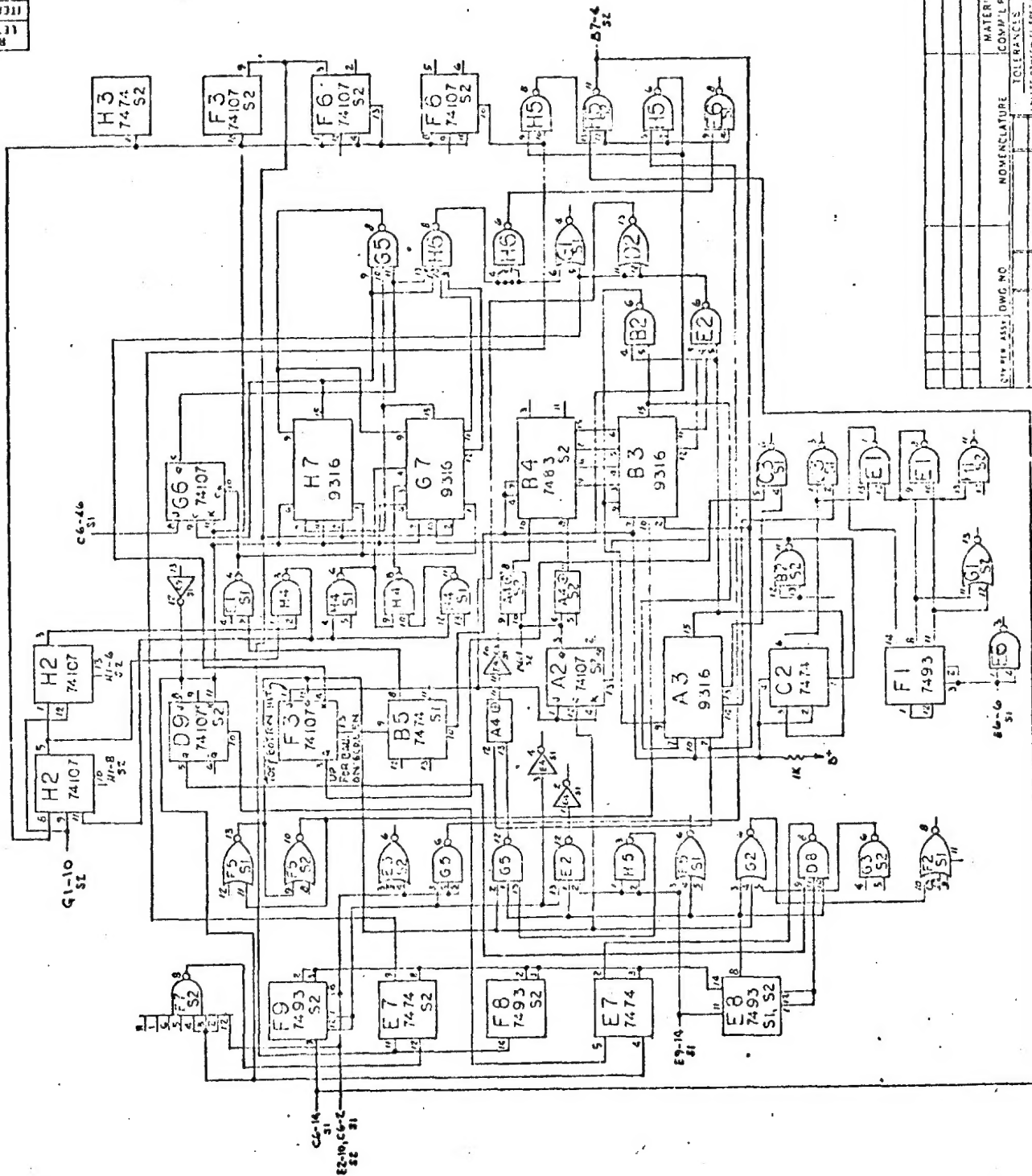
1. BOTH PADDLES TO THE EXTREME DOWN POSITION.- WHEN VARYING CONTROLS ALWAYS REMEMBER TO RETURN THE PADDLES TO THE BOTTOM.

2. ADJUST PIN 3 OF EACH 555 TIMER (WITH THE TRIM POT) FOR MINIMUM DOWN TIME.

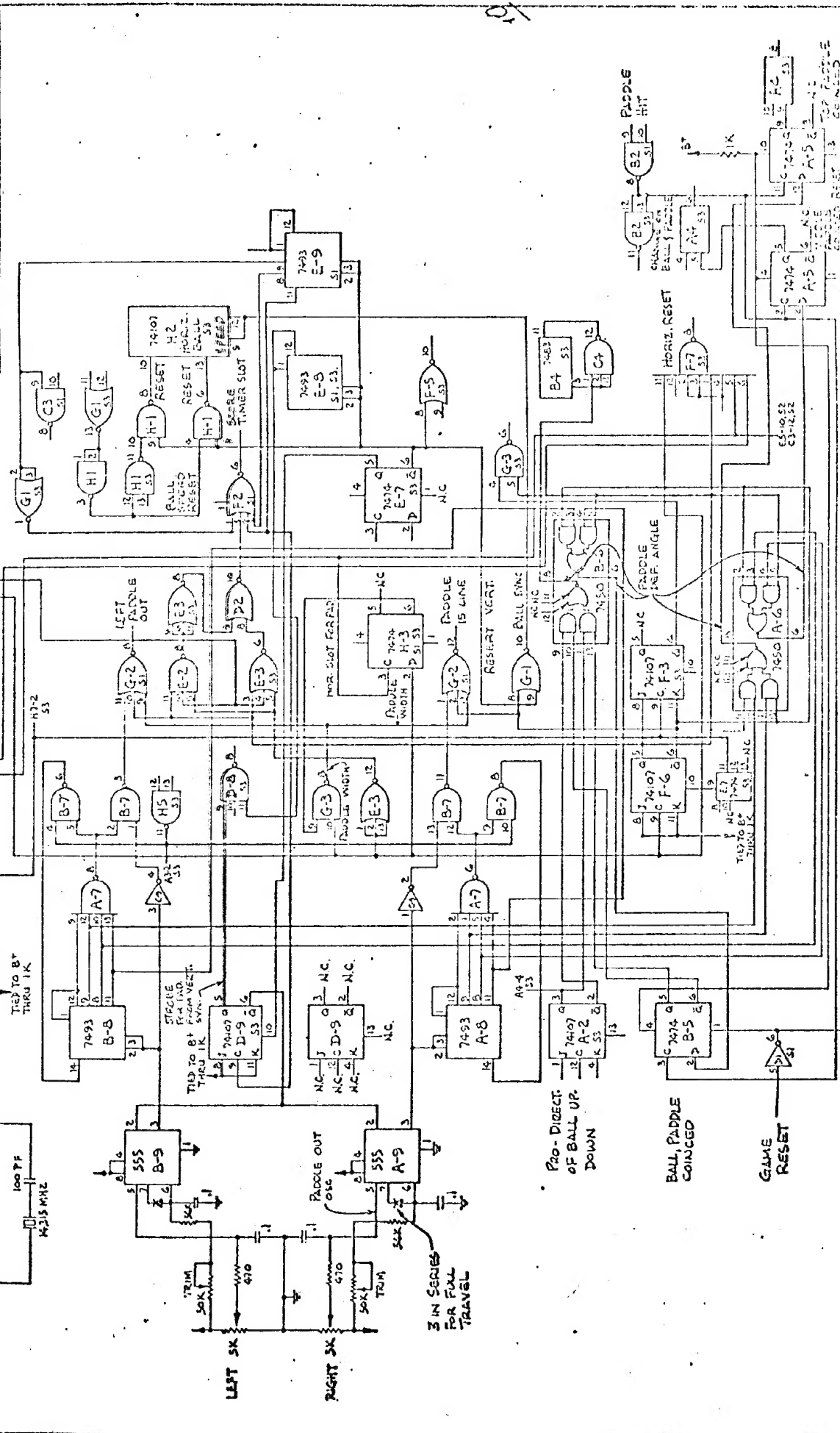
1. HORIZ. SWEEP - CAL.
2. VOLTS/CM - CAL.
3. HORIZ. DISPLAY - INT. SWEEP.
4. VERT. SIGNAL - NOT INVERTED.

[illegible]

REV. LETTER	ITEM NO.	ECN NO.	DESCRIPTION	DISPOSITION OF EXISTING PARTS		ENGR'G. APP'D.
				RE- WORK	SCRAP	

[illegible]

REVISIONS			DESCRIPTION		DATE	
REV	LETTER	NO.	DESCRIPTION	DATE	BY	CHK
1	A	1	INITIAL WORK	10-1-77		



MATERIAL OR COMM. PART NO.		NOMENCLATURE		TOLERANCES		FINISH	
QTY PER ASSY	DWG NO.						
UNLESS OTHERWISE SPECIFIED		UNLESS OTHERWISE SPECIFIED		UNLESS OTHERWISE SPECIFIED		UNLESS OTHERWISE SPECIFIED	
ALLIED LEISURE INDUSTRIES, INC.		1750 N. 4TH AVENUE, RICHMOND, VA 23219					